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**TITLE 65 STATE LOTTERY COMMISSION**

**Emergency Rule**  
LSA Document #13-118(E)

**DIGEST**

Adds [65 IAC 7-2-8](#) through [65 IAC 7-2-13](#), [65 IAC 7-3-8](#) through [65 IAC 7-3-13](#), [65 IAC 7-6-9](#) through [65 IAC 7-6-14](#), [65 IAC 7-7-13](#) through [65 IAC 7-7-18](#), and [65 IAC 7-10-10](#) through [65 IAC 7-10-15](#) all concerning the new Lottery add-on game EZmatch. Effective March 12, 2013.

[65 IAC 7-2-8](#); [65 IAC 7-2-9](#); [65 IAC 7-2-10](#); [65 IAC 7-2-11](#); [65 IAC 7-2-12](#); [65 IAC 7-2-13](#); [65 IAC 7-3-8](#); [65 IAC 7-3-9](#); [65 IAC 7-3-10](#); [65 IAC 7-3-11](#); [65 IAC 7-3-12](#); [65 IAC 7-3-13](#); [65 IAC 7-6-9](#); [65 IAC 7-6-10](#); [65 IAC 7-6-11](#); [65 IAC 7-6-12](#); [65 IAC 7-6-13](#); [65 IAC 7-6-14](#); [65 IAC 7-7-13](#); [65 IAC 7-7-14](#); [65 IAC 7-7-15](#); [65 IAC 7-7-16](#); [65 IAC 7-7-17](#); [65 IAC 7-7-18](#); [65 IAC 7-10-10](#); [65 IAC 7-10-11](#); [65 IAC 7-10-12](#); [65 IAC 7-10-13](#); [65 IAC 7-10-14](#); [65 IAC 7-10-15](#)

SECTION 1. [65 IAC 7-2-8](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-2-8](#) Add-on name**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 8. The name of this instant win draw game add-on for Daily 3 is "EZmatch".**

(State Lottery Commission; [65 IAC 7-2-8](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))

SECTION 2. [65 IAC 7-2-9](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-2-9](#) Add-on ticket price**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 9. The price for an EZmatch play shall be one dollar (\$1) per each play.**

(State Lottery Commission; [65 IAC 7-2-9](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))

SECTION 3. [65 IAC 7-2-10](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-2-10](#) Procedure for playing add-on**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 10. (a) A single EZmatch play shall include three (3) digits each ranging from zero (0) to nine (9) and each automatically generated.**

**(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch digits will only print on a Daily 3 ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.**

(c) EZmatch will only apply to the boards in which it is selected.

(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board selected.

(e) The selection of the multi-draw or future draw option for Daily 3 and an election of the EZmatch play will result in EZmatch being applied to the first draw only.

(f) A ticket may win on both Daily 3 and EZmatch.

(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Daily 3 selection event. If an EZmatch winning ticket is claimed prior to the Daily 3 selection event for the date printed on the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Daily 3 digits on the purchased ticket, will be issued and valid for the next selection event.

(h) A ticket in which Daily 3 and EZmatch are purchased shall not be cancelable.

(State Lottery Commission; [65 IAC 7-2-10](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))

SECTION 4. [65 IAC 7-2-11](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-2-11](#) Determination of add-on winners**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

Sec. 11. (a) If any Daily 3 digit(s) on the ticket matches any digit(s) of the add-on game, EZmatch, the ticket holder instantly wins the prize amount(s) shown next to the EZmatch digit(s). If two (2) or more of the same Daily 3 digits match an EZmatch digit, the ticket holder is awarded that EZmatch prize amount one (1) time.

(State Lottery Commission; [65 IAC 7-2-11](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))

SECTION 5. [65 IAC 7-2-12](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-2-12](#) Payment of add-on prizes**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

Sec. 12. (a) If the Daily 3 selection event for the date printed on the ticket of purchase has not occurred and a valid Daily 3 and EZmatch ticket contains one (1) play entitled to an EZmatch prize, the EZmatch prize can be claimed immediately.

(b) If the Daily 3 selection event for the date printed on the ticket of purchase has occurred and a valid Daily 3 and EZmatch ticket contains one (1) play entitled to a Daily 3 prize and one (1) play entitled to an EZmatch prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to [65 IAC 3-4-4](#).

(State Lottery Commission; [65 IAC 7-2-12](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))

SECTION 6. [65 IAC 7-2-13](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-2-13](#) Odds of winning the add-on**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

Sec. 13. (a) The odds of a single play winning a five hundred dollar (\$500) prize in EZmatch are approximately 1:84,000.

(b) The odds of a single play winning a two hundred fifty dollar (\$250) prize in EZmatch are approximately 1:42,000.

(c) The odds of a single play winning a one hundred dollar (\$100) prize in EZmatch are approximately 1:12,000.

(d) The odds of a single play winning a fifty dollar (\$50) prize in EZmatch are approximately 1:4,200.

(e) The odds of a single play winning a twenty dollar (\$20) prize in EZmatch are approximately 1:1,680.

(f) The odds of a single play winning a fifteen dollar (\$15) prize in EZmatch are approximately 1:840.

(g) The odds of a single play winning a ten dollar (\$10) prize in EZmatch are approximately 1:105.

(h) The odds of a single play winning a five dollar (\$5) prize in EZmatch are approximately 1:280.

(i) The odds of a single play winning a four dollar (\$4) prize in EZmatch are approximately 1:70.

(j) The odds of a single play winning a three dollar (\$3) prize in EZmatch are approximately 1:15.

(k) The odds of a single play winning a two dollar (\$2) prize in EZmatch are approximately 1:10.

(l) The overall odds of winning a prize in EZmatch are approximately 1:5.1.

(State Lottery Commission; [65 IAC 7-2-13](#); emergency rule filed Mar 12, 2013, 11:47 a.m.:  
[20130320-IR-065130118ERA](#))

SECTION 7. [65 IAC 7-3-8](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-3-8](#) Add-on name**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

Sec. 8. The name of this instant win draw game add-on for Daily 4 is "EZmatch".

(State Lottery Commission; [65 IAC 7-3-8](#); emergency rule filed Mar 12, 2013, 11:47 a.m.:  
[20130320-IR-065130118ERA](#))

SECTION 8. [65 IAC 7-3-9](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-3-9](#) Add-on ticket price**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 9. The price for an EZmatch play shall be one dollar (\$1) per each play.**

*(State Lottery Commission; [65 IAC 7-3-9](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

SECTION 9. [65 IAC 7-3-10](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-3-10](#) Procedure for playing add-on**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 10. (a) A single EZmatch play shall include:**

- (1) For a Daily 4 play, four (4) digits.**
- (2) For a Daily 4 Front 3 play, three (3) digits.**
- (3) For a Daily 4 Back 3 play, three (3) digits.**

**Each digit ranging from zero (0) to nine (9) and each automatically generated.**

**(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch digits will only print on a Daily 4 ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.**

**(c) EZmatch will only apply to the boards in which it is selected.**

**(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board selected.**

**(e) The selection of the multi-draw or future draw option for Daily 4 and an election of the EZmatch play will result in EZmatch being applied to the first draw only.**

**(f) A ticket may win on both Daily 4 and EZmatch.**

**(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Daily 4 selection event. If an EZmatch winning ticket is claimed prior to the Daily 4 selection event for the date printed on the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Daily 4 digits on the purchased ticket, will be issued and valid for the next selection event.**

**(h) A ticket in which Daily 4 and EZmatch are purchased shall not be cancelable.**

*(State Lottery Commission; [65 IAC 7-3-10](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

SECTION 10. [65 IAC 7-3-11](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-3-11](#) Determination of add-on winners**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 11. If any Daily 4 digit(s) on the ticket matches any digit(s) of the add-on game, EZmatch, the ticket holder instantly wins the prize amount(s) shown next to the EZmatch digit(s). If two (2) or more of the same Daily 4 digits match an EZmatch digit, the ticket holder is awarded that EZmatch prize amount one (1) time.**

*(State Lottery Commission; [65 IAC 7-3-11](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

SECTION 11. [65 IAC 7-3-12](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-3-12](#) Payment of add-on prizes**

**Authority:** [IC 4-30-3-7](#); [IC 4-30-3-9](#)

**Affected:** [IC 4-30](#)

**Sec. 12. (a) If the Daily 4 selection event for the date printed on the ticket of purchase has not occurred and a valid Daily 4 and EZmatch ticket contains one (1) play entitled to an EZmatch prize, the EZmatch prize can be claimed immediately.**

**(b) If the Daily 4 selection event for the date printed on the ticket of purchase has occurred and a valid Daily 4 and EZmatch ticket contains one (1) play entitled to a Daily 4 prize and one (1) play entitled to an EZmatch prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to [65 IAC 3-4-4](#).**

*(State Lottery Commission; [65 IAC 7-3-12](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

SECTION 12. [65 IAC 7-3-13](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-3-13](#) Odds of winning the add-on**

**Authority:** [IC 4-30-3-7](#); [IC 4-30-3-9](#)

**Affected:** [IC 4-30](#)

**Sec. 13. (a) The odds of a single play winning a five hundred dollar (\$500) prize in EZmatch are approximately 1:84,000.**

**(b) The odds of a single play winning a two hundred fifty dollar (\$250) prize in EZmatch are approximately 1:42,000.**

**(c) The odds of a single play winning a one hundred dollar (\$100) prize in EZmatch are approximately 1:12,000.**

**(d) The odds of a single play winning a fifty dollar (\$50) prize in EZmatch are approximately 1:4,200.**

**(e) The odds of a single play winning a twenty dollar (\$20) prize in EZmatch are approximately 1:1,680.**

**(f) The odds of a single play winning a fifteen dollar (\$15) prize in EZmatch are approximately 1:840.**

**(g) The odds of a single play winning a ten dollar (\$10) prize in EZmatch are approximately 1:105.**

**(h) The odds of a single play winning a five dollar (\$5) prize in EZmatch are approximately 1:280.**

(i) The odds of a single play winning a four dollar (\$4) prize in EZmatch are approximately 1:70.

(j) The odds of a single play winning a three dollar (\$3) prize in EZmatch are approximately 1:15.

(k) The odds of a single play winning a two dollar (\$2) prize in EZmatch are approximately 1:10.

(l) The overall odds of winning a prize in EZmatch are approximately 1:5.1.

(State Lottery Commission; [65 IAC 7-3-13](#); emergency rule filed Mar 12, 2013, 11:47 a.m.:  
[20130320-IR-065130118ERA](#))

SECTION 13. [65 IAC 7-6-9](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-6-9](#) Add-on name**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 9. The name of this instant win draw game add-on for Quick Draw is "EZmatch".**

(State Lottery Commission; [65 IAC 7-6-9](#); emergency rule filed Mar 12, 2013, 11:47 a.m.:  
[20130320-IR-065130118ERA](#))

SECTION 14. [65 IAC 7-6-10](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-6-10](#) Add-on ticket price**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 10. The price for an EZmatch play shall be one dollar (\$1) per each play.**

(State Lottery Commission; [65 IAC 7-6-10](#); emergency rule filed Mar 12, 2013, 11:47 a.m.:  
[20130320-IR-065130118ERA](#))

SECTION 15. [65 IAC 7-6-11](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-6-11](#) Procedure for playing add-on**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 11. (a) A single EZmatch play shall include ten (10) unique numbers each ranging from one (1) to eighty (80) and each automatically generated.**

**(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch numbers will only print on a Quick Draw ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.**

**(c) EZmatch will only apply to the boards in which it is selected.**

**(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board**

selected.

(e) The selection of the multi-draw option for Quick Draw and an election of the EZmatch play will result in EZmatch being applied to the first draw only.

(f) A ticket may win on both Quick Draw and EZmatch.

(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Quick Draw selection event. If an EZmatch winning ticket is claimed prior to the Quick Draw selection event for the date printed on the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Quick Draw numbers on the purchased ticket, will be issued and valid for the next selection event.

(h) A ticket in which Quick Draw and EZmatch are purchased shall not be cancelable.

(State Lottery Commission; [65 IAC 7-6-11](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))

SECTION 16. [65 IAC 7-6-12](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-6-12](#) Determination of add-on winners**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 12. If any Quick Draw number(s) on the ticket matches any number(s) of the add-on game, EZmatch, the ticket holder instantly wins the prize amount(s) shown next to the EZmatch number(s).**

(State Lottery Commission; [65 IAC 7-6-12](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))

SECTION 17. [65 IAC 7-6-13](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-6-13](#) Payment of add-on prizes**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 13. (a) If the Quick Draw selection event for the date printed on the ticket of purchase has not occurred and a valid Quick Draw and EZmatch ticket contains one (1) play entitled to an EZmatch prize, the EZmatch prize can be claimed immediately.**

**(b) If the Quick Draw selection event for the date printed on the ticket of purchase has occurred and a valid Quick Draw and EZmatch ticket contains one (1) play entitled to a Quick Draw prize and one (1) play entitled to an EZmatch prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to [65 IAC 3-4-4](#).**

(State Lottery Commission; [65 IAC 7-6-13](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))

SECTION 18. [65 IAC 7-6-14](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-6-14](#) Odds of winning the add-on**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

**Sec. 14. (a)** The odds of a single play winning a five hundred dollar (\$500) prize in EZmatch are approximately 1:84,000.

**(b)** The odds of a single play winning a two hundred fifty dollar (\$250) prize in EZmatch are approximately 1:42,000.

**(c)** The odds of a single play winning a one hundred dollar (\$100) prize in EZmatch are approximately 1:12,000.

**(d)** The odds of a single play winning a fifty dollar (\$50) prize in EZmatch are approximately 1:4,200.

**(e)** The odds of a single play winning a twenty dollar (\$20) prize in EZmatch are approximately 1:1,680.

**(f)** The odds of a single play winning a fifteen dollar (\$15) prize in EZmatch are approximately 1:840.

**(g)** The odds of a single play winning a ten dollar (\$10) prize in EZmatch are approximately 1:105.

**(h)** The odds of a single play winning a five dollar (\$5) prize in EZmatch are approximately 1:280.

**(i)** The odds of a single play winning a four dollar (\$4) prize in EZmatch are approximately 1:70.

**(j)** The odds of a single play winning a three dollar (\$3) prize in EZmatch are approximately 1:15.

**(k)** The odds of a single play winning a two dollar (\$2) prize in EZmatch are approximately 1:10.

**(l)** The overall odds of winning a prize in EZmatch are approximately 1:5.1.

*(State Lottery Commission; [65 IAC 7-6-14](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

SECTION 19. [65 IAC 7-7-13](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-7-13](#) Add-on name**

**Authority:** [IC 4-30-3-7](#); [IC 4-30-3-9](#)

**Affected:** [IC 4-30](#)

**Sec. 13.** The name of this instant win draw game add-on for Hoosier Lotto is "EZmatch".

*(State Lottery Commission; [65 IAC 7-7-13](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

SECTION 20. [65 IAC 7-7-14](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-7-14](#) Add-on ticket price**

**Authority:** [IC 4-30-3-7](#); [IC 4-30-3-9](#)

**Affected:** [IC 4-30](#)

**Sec. 14.** The price for an EZmatch play shall be one dollar (\$1) per each play.



(State Lottery Commission; [65 IAC 7-7-14](#); emergency rule filed Mar 12, 2013, 11:47 a.m.:  
[20130320-IR-065130118ERA](#))

SECTION 21. [65 IAC 7-7-15](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-7-15](#) Procedure for playing add-on**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 15. (a) A single EZmatch play shall include six (6) unique numbers each ranging from one (1) to forty-eight (48) and each automatically generated.**

**(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch numbers will only print on a Hoosier Lotto ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.**

**(c) EZmatch will only apply to the boards in which it is selected.**

**(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board selected.**

**(e) The selection of the multi-draw option for Hoosier Lotto and an election of the EZmatch play will result in EZmatch being applied to the first draw only.**

**(f) A ticket may win on both Hoosier Lotto and EZmatch.**

**(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Hoosier Lotto selection event. If an EZmatch winning ticket is claimed prior to the Hoosier Lotto selection event for the date printed on the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Hoosier Lotto numbers on the purchased ticket, will be issued and valid for the next selection event.**

**(h) A ticket in which Hoosier Lotto and EZmatch are purchased shall not be cancelable.**

(State Lottery Commission; [65 IAC 7-7-15](#); emergency rule filed Mar 12, 2013, 11:47 a.m.:  
[20130320-IR-065130118ERA](#))

SECTION 22. [65 IAC 7-7-16](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-7-16](#) Determination of add-on winners**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 16. If any Hoosier Lotto number(s) on the ticket matches any number(s) of the add-on game, EZmatch, the ticket holder instantly wins the prize amount(s) shown next to the EZmatch number(s).**

(State Lottery Commission; [65 IAC 7-7-16](#); emergency rule filed Mar 12, 2013, 11:47 a.m.:  
[20130320-IR-065130118ERA](#))

SECTION 23. [65 IAC 7-7-17](#) IS ADDED TO READ AS FOLLOWS:

**65 IAC 7-7-17** Payment of add-on prizes

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

Sec. 17. (a) If the Hoosier Lotto selection event for the date printed on the ticket of purchase has not occurred and a valid Hoosier Lotto and EZmatch ticket contains one (1) play entitled to an EZmatch prize, the EZmatch prize can be claimed immediately.

(b) If the Hoosier Lotto selection event for the date printed on the ticket of purchase has occurred and a valid Hoosier Lotto and EZmatch ticket contains one (1) play entitled to a Hoosier Lotto prize and one (1) play entitled to an EZmatch prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to [65 IAC 3-4-4](#).

(State Lottery Commission; [65 IAC 7-7-17](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))

SECTION 24. [65 IAC 7-7-18](#) IS ADDED TO READ AS FOLLOWS:

**65 IAC 7-7-18** Odds of winning the add-on

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

Sec. 18. (a) The odds of a single play winning a five hundred dollar (\$500) prize in EZmatch are approximately 1:84,000.

(b) The odds of a single play winning a two hundred fifty dollar (\$250) prize in EZmatch are approximately 1:42,000.

(c) The odds of a single play winning a one hundred dollar (\$100) prize in EZmatch are approximately 1:12,000.

(d) The odds of a single play winning a fifty dollar (\$50) prize in EZmatch are approximately 1:4,200.

(e) The odds of a single play winning a twenty dollar (\$20) prize in EZmatch are approximately 1:1,680.

(f) The odds of a single play winning a fifteen dollar (\$15) prize in EZmatch are approximately 1:840.

(g) The odds of a single play winning a ten dollar (\$10) prize in EZmatch are approximately 1:105.

(h) The odds of a single play winning a five dollar (\$5) prize in EZmatch are approximately 1:280.

(i) The odds of a single play winning a four dollar (\$4) prize in EZmatch are approximately 1:70.

(j) The odds of a single play winning a three dollar (\$3) prize in EZmatch are approximately 1:15.

(k) The odds of a single play winning a two dollar (\$2) prize in EZmatch are approximately 1:10.

(l) The overall odds of winning a prize in EZmatch are approximately 1:5.1.

(State Lottery Commission; [65 IAC 7-7-18](#); emergency rule filed Mar 12, 2013, 11:47 a.m.):

SECTION 25. [65 IAC 7-10-10](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-10-10](#) Add-on name**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 10. The name of this instant win draw game add-on for Cash 5 is "EZmatch".**

*(State Lottery Commission; [65 IAC 7-10-10](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

SECTION 26. [65 IAC 7-10-11](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-10-11](#) Add-on ticket price**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 11. The price for an EZmatch play shall be one dollar (\$1) per each play.**

*(State Lottery Commission; [65 IAC 7-10-11](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

SECTION 27. [65 IAC 7-10-12](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-10-12](#) Procedure for playing add-on**

Authority: [IC 4-30-3-7](#); [IC 4-30-3-9](#)

Affected: [IC 4-30](#)

**Sec. 12. (a) A single EZmatch play shall include five (5) unique numbers each ranging from one (1) to thirty-nine (39) and each automatically generated.**

**(b) An EZmatch play will only be valid if the purchaser elects to play EZmatch and the terminal generated ticket says YES to affirmatively indicate that the EZmatch play was elected. EZmatch numbers will only print on a Cash 5 ticket if the player elects to participate in the EZmatch game. If the purchaser does not elect to play EZmatch, the terminal generated ticket says NO to indicate that the EZmatch play was not elected.**

**(c) EZmatch will only apply to the boards in which it is selected.**

**(d) If a player elects to play multiple boards, the terminal will generate separate tickets for each board selected.**

**(e) The selection of the multi-draw option for Cash 5 and an election of the EZmatch play will result in EZmatch being applied to the first draw only.**

**(f) A ticket may win on both Cash 5 and EZmatch.**

**(g) A ticket with an EZmatch win can be claimed immediately or wait until after the Cash 5 selection event. If an EZmatch winning ticket is claimed prior to the Cash 5 selection event for the date printed on**

the ticket of purchase, an exchange ticket, a valid instrument given in exchange for claiming an EZmatch prize won including the same Cash 5 numbers on the purchased ticket, will be issued and valid for the next selection event.

**(h) A ticket in which Cash 5 and EZmatch are purchased shall not be cancelable.**

*(State Lottery Commission; [65 IAC 7-10-12](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

SECTION 28. [65 IAC 7-10-13](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-10-13](#) Determination of add-on winners**

**Authority:** [IC 4-30-3-7](#); [IC 4-30-3-9](#)

**Affected:** [IC 4-30](#)

**Sec. 13. If any Cash 5 number(s) on the ticket matches any number(s) of the add-on game, EZmatch, the ticket holder instantly wins the prize amount(s) shown next to the EZmatch number(s).**

*(State Lottery Commission; [65 IAC 7-10-13](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

SECTION 29. [65 IAC 7-10-14](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-10-14](#) Payment of add-on prizes**

**Authority:** [IC 4-30-3-7](#); [IC 4-30-3-9](#)

**Affected:** [IC 4-30](#)

**Sec. 14. (a) If the Cash 5 selection event for the date printed on the ticket of purchase has not occurred and a valid Cash 5 and EZmatch ticket contains one (1) play entitled to an EZmatch prize, the EZmatch prize can be claimed immediately.**

**(b) If the Cash 5 selection event for the date printed on the ticket of purchase has occurred and a valid Cash 5 and EZmatch ticket contains one (1) play entitled to a Cash 5 prize and one (1) play entitled to an EZmatch prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer pursuant to [65 IAC 3-4-4](#).**

*(State Lottery Commission; [65 IAC 7-10-14](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

SECTION 30. [65 IAC 7-10-15](#) IS ADDED TO READ AS FOLLOWS:

**[65 IAC 7-10-15](#) Odds of winning the add-on**

**Authority:** [IC 4-30-3-7](#); [IC 4-30-3-9](#)

**Affected:** [IC 4-30](#)

**Sec. 15. (a) The odds of a single play winning a five hundred dollar (\$500) prize in EZmatch are approximately 1:84,000.**

**(b) The odds of a single play winning a two hundred fifty dollar (\$250) prize in EZmatch are approximately 1:42,000.**

**(c) The odds of a single play winning a one hundred dollar (\$100) prize in EZmatch are approximately 1:12,000.**

**(d) The odds of a single play winning a fifty dollar (\$50) prize in EZmatch are approximately 1:4,200.**

**(e) The odds of a single play winning a twenty dollar (\$20) prize in EZmatch are approximately 1:1,680.**

**(f) The odds of a single play winning a fifteen dollar (\$15) prize in EZmatch are approximately 1:840.**

**(g) The odds of a single play winning a ten dollar (\$10) prize in EZmatch are approximately 1:105.**

**(h) The odds of a single play winning a five dollar (\$5) prize in EZmatch are approximately 1:280.**

**(i) The odds of a single play winning a four dollar (\$4) prize in EZmatch are approximately 1:70.**

**(j) The odds of a single play winning a three dollar (\$3) prize in EZmatch are approximately 1:15.**

**(k) The odds of a single play winning a two dollar (\$2) prize in EZmatch are approximately 1:10.**

**(l) The overall odds of winning a prize in EZmatch are approximately 1:5.1.**

*(State Lottery Commission; [65 IAC 7-10-15](#); emergency rule filed Mar 12, 2013, 11:47 a.m.: [20130320-IR-065130118ERA](#))*

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